

PTO: TASK COORDINATION: 174

Information regarding maintenance and repair of southwest border fencing since construction, cost and type of repairs needed, along with timeframes and how the maintenance and repairs was accomplished.

RESPONSE:

U.S. Customs and Border Protection (CBP) maintains and repairs border fence through its Comprehensive Tactical Infrastructure & Maintenance and Repair (CTIMR) program. Through the CTIMR program, contractors perform routine and urgent work such as infrastructure preventative maintenance, fence, gate and grate repairs, roadway maintenance (blading, grading, drainage, structure clearing and silt removal, culvert replacement), vegetation control, and debris removal.

CTIMR is broken out in four work areas along the southwest border:

- Work Area 1 (San Diego and El Centro Sectors)
- Work Area 2 (Yuma and Tucson Sectors)
- Work Area 3 (Big Bend and El Sectors)
- Work Area 4 (Del Rio, Laredo, Rio Grande Valley Sectors)

Generally, CBP is committed to conducting necessary repairs within approximately (b) (7)(E) of breach or need for repair notification. CBP typically executes and completes repairs within (b) (7)(E). On average, CBP spends approximately \$12 million a year to maintain and repair fence. On average, CBP spends \$50-55 million annually to maintain and repair all owned tactical infrastructure. This cost includes, in addition to the maintenance and repair of fence, maintenance and repair of gates, boat ramps, thousands of miles of roads with associated bridges, light posts, hundreds of drainage systems and grates, thousands of acres of vegetation and debris removal and other infrastructure.

Damage to fencing can be caused by two elements: natural and manmade. Natural elements refer to the forces of nature that will act upon the fencing and include corrosion, erosion, water pooling, sand drifting, debris build-up, wind loading, temperature change (i.e., thermal expansion and contraction cycles that may create cracks) and ground shift. The manmade element refers to damage made by vandalism and includes, but may not be limited to, the following attack/defeat vectors:

(b) (7)(E)	(b) (7)(E)
(b) (7)(E)	(b) (7)(E)
(b) (7)(E)	(b) (7)(E)